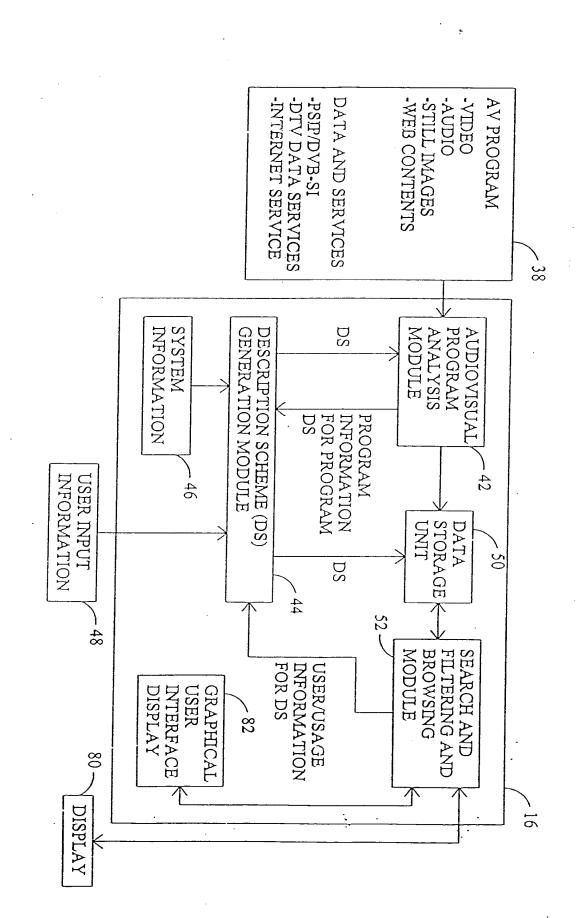


FIG. 1



HIG. 2

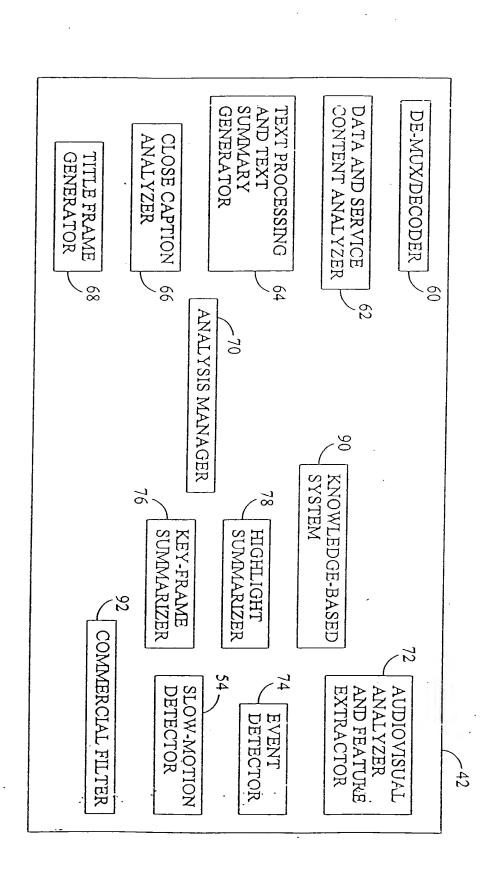


FIG. 3

# humbnail View (Category)

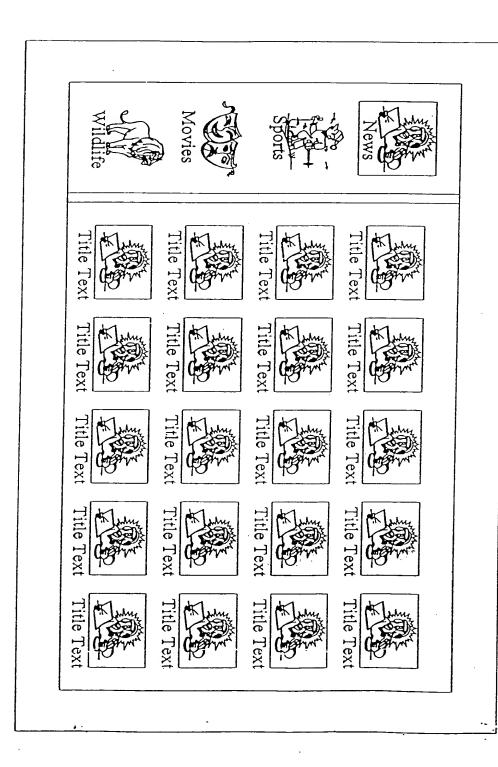


FIG. 4

## humbnail View (Channel)

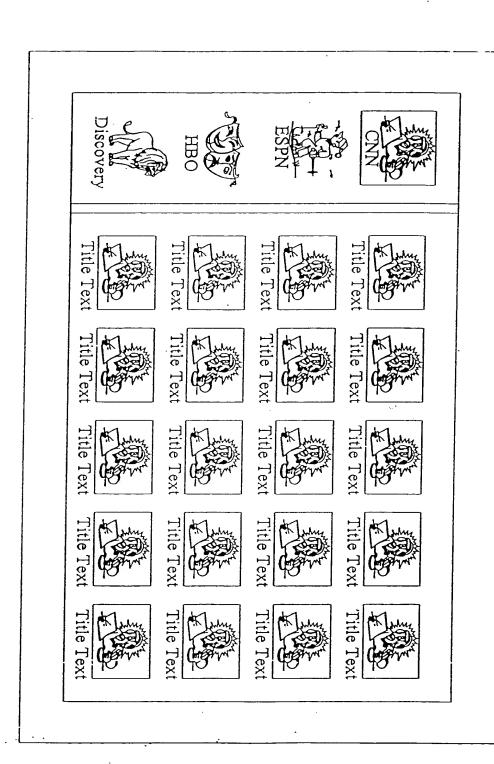


FIG. 5

### Text View (Channel)

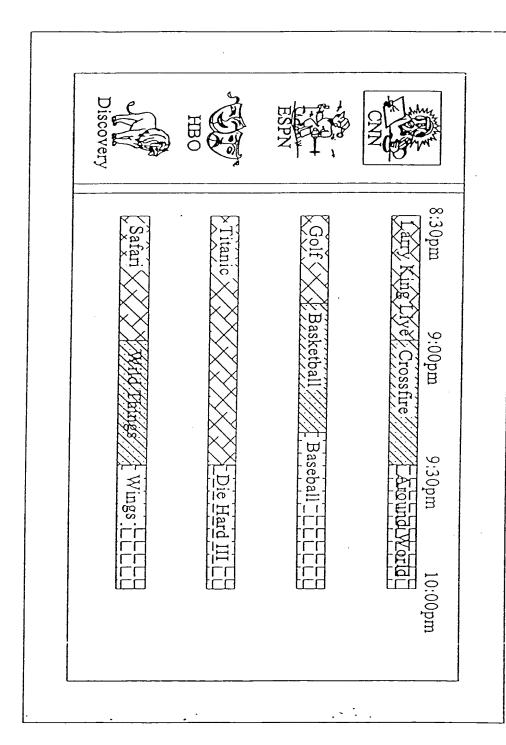


FIG. 6

#### Frame View

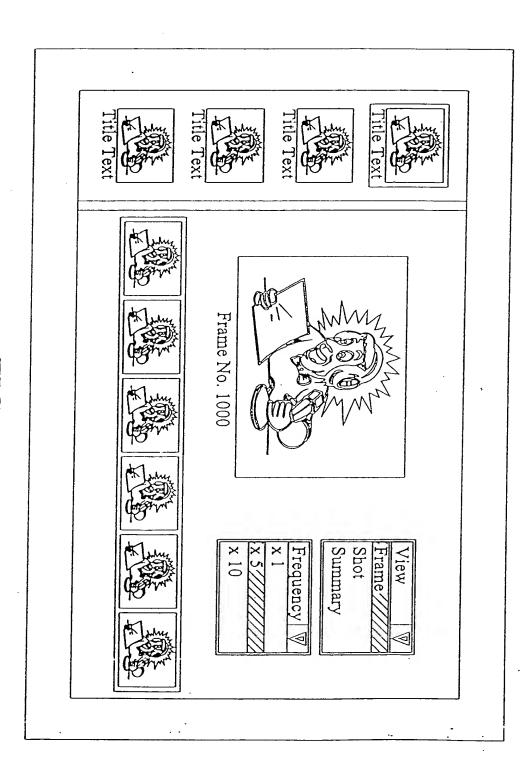


FIG. 7

#### Shot View

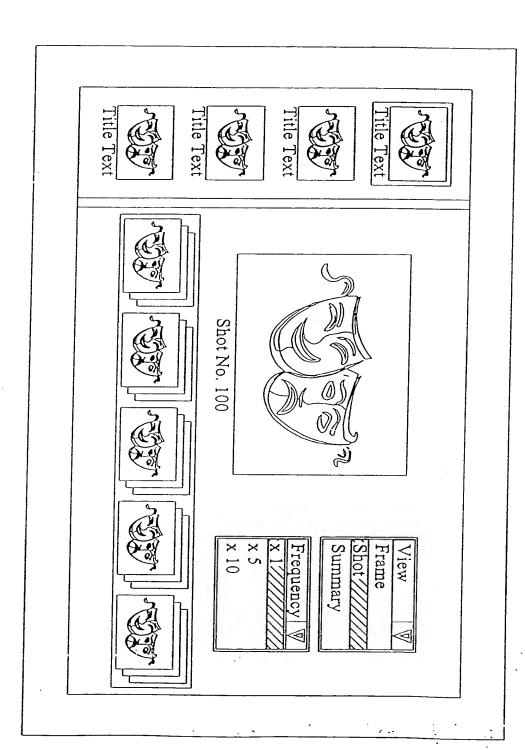


FIG. 8

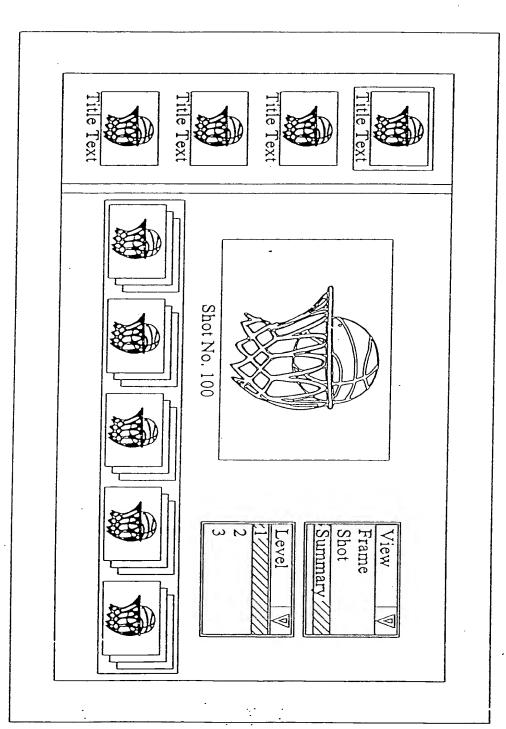


FIG. 9

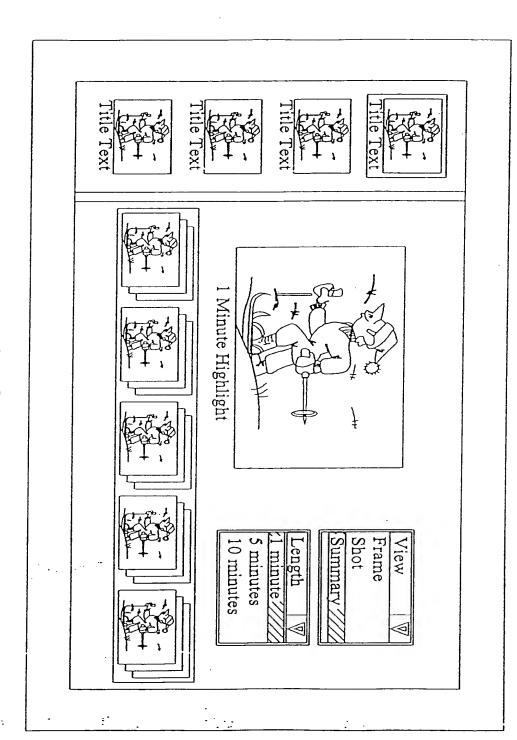
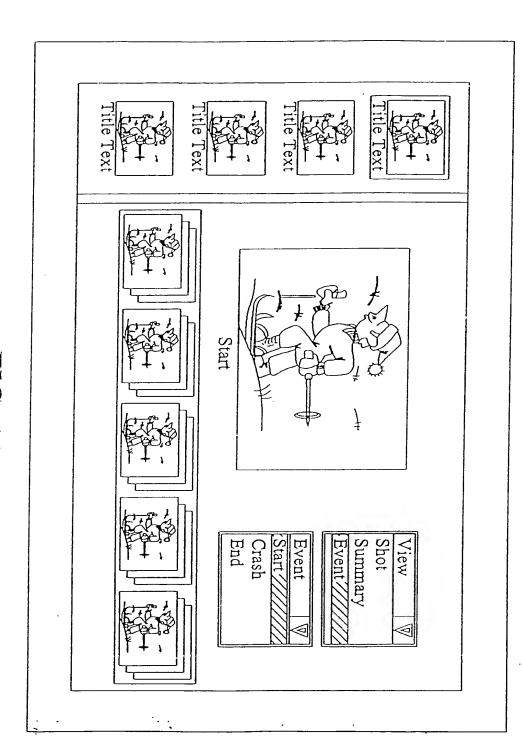


FIG. 10

#### Event View



### Character/Object View

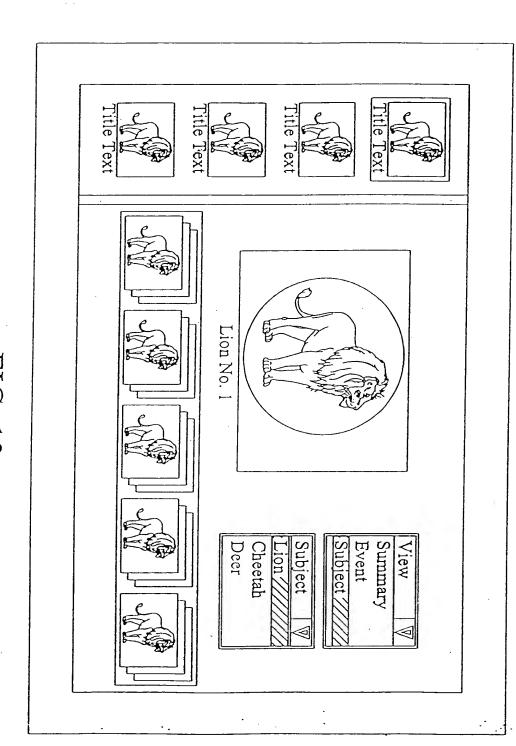


FIG. 12

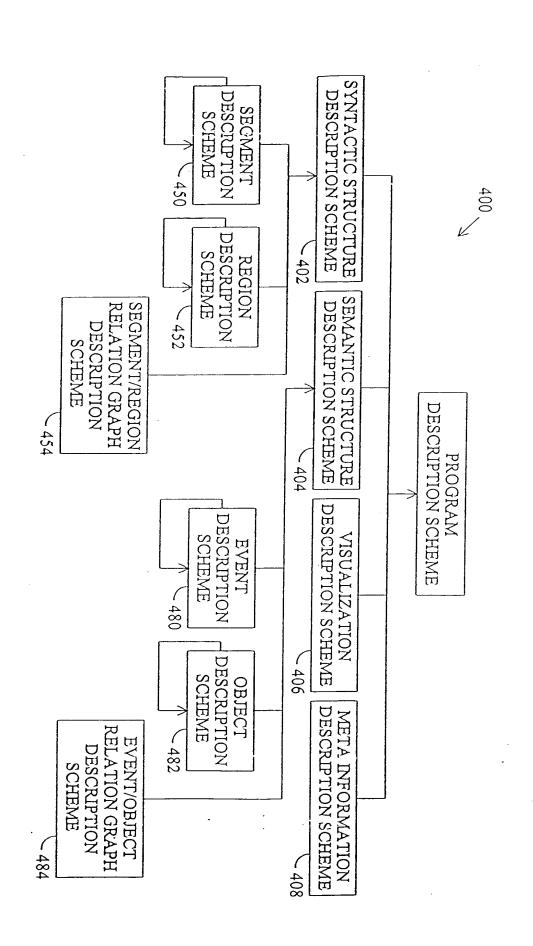
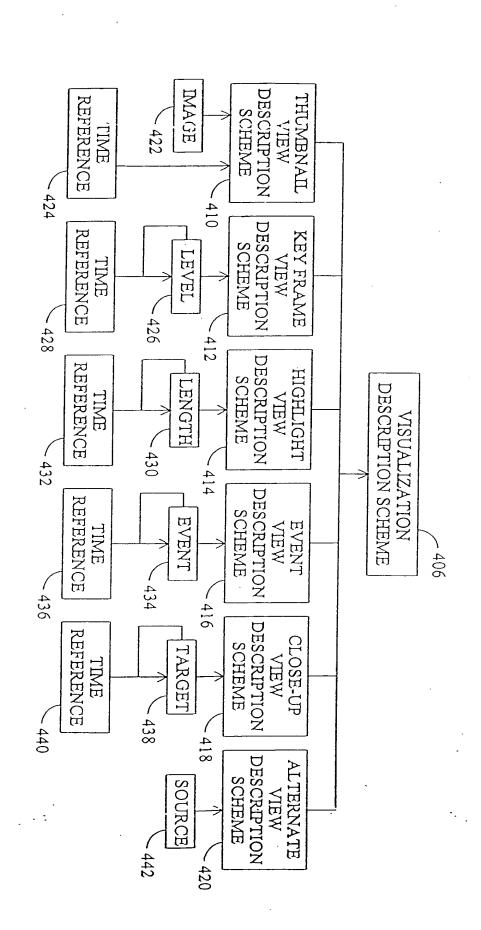


FIG. 13



F1G. 14

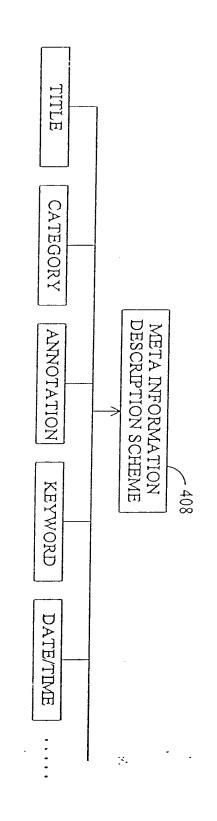


FIG. 15

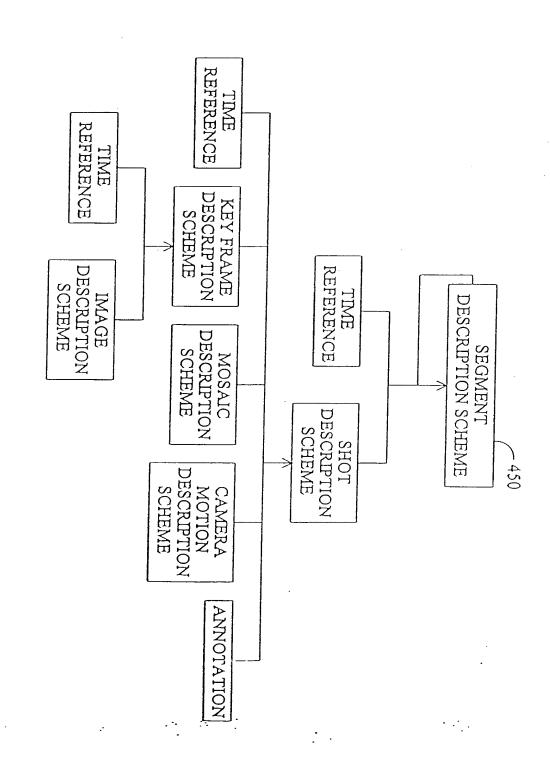
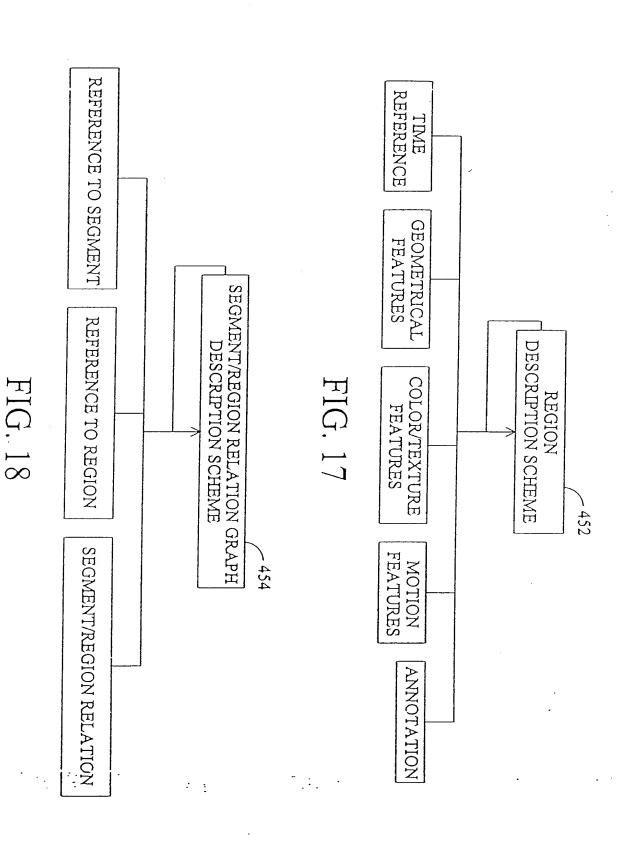
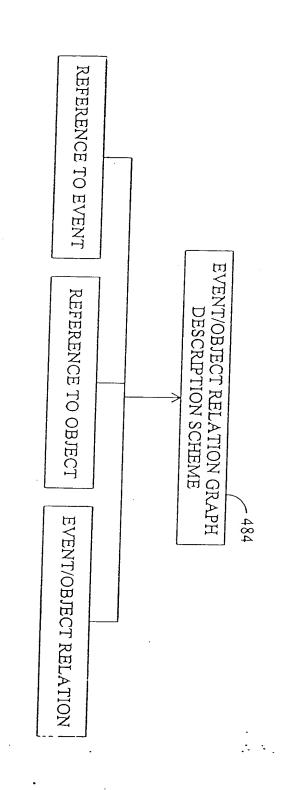


FIG. 16

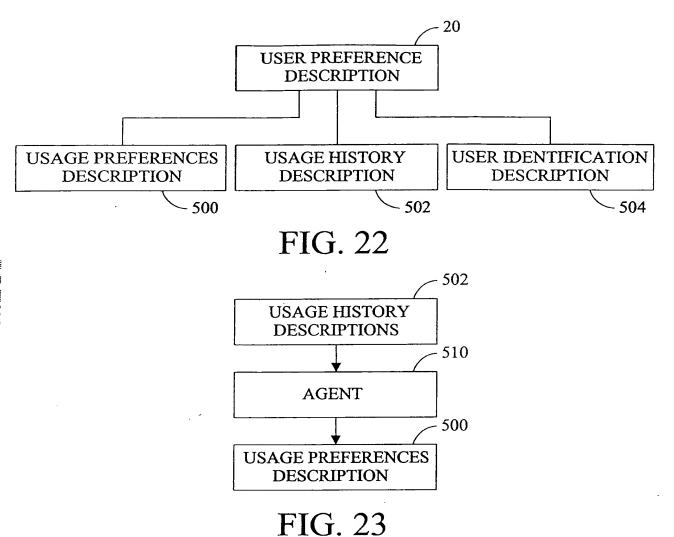


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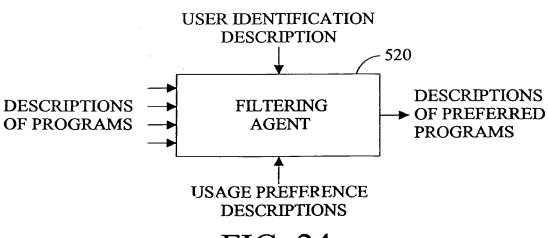


FIG. 24

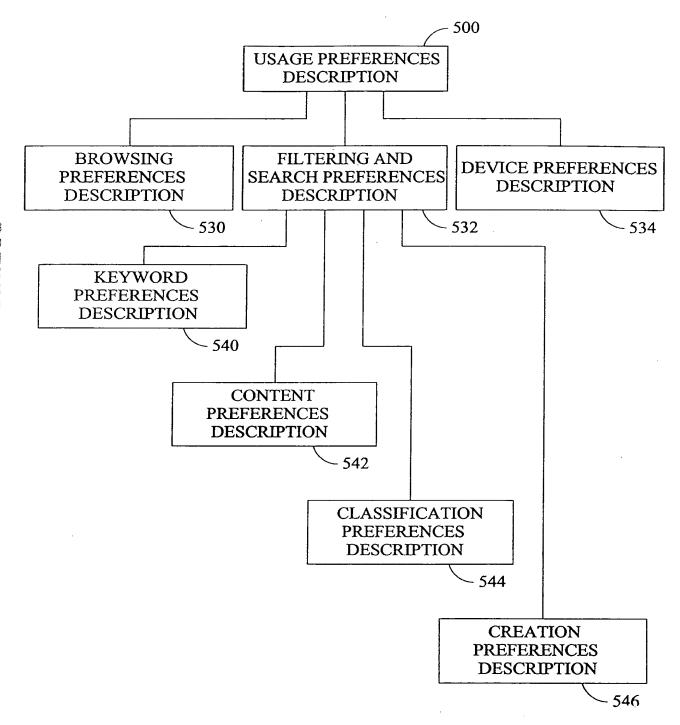


FIG. 25

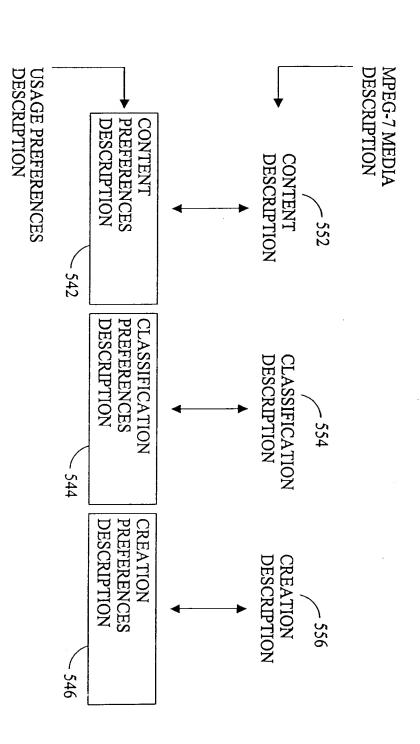


FIG. 26

FIG. 27

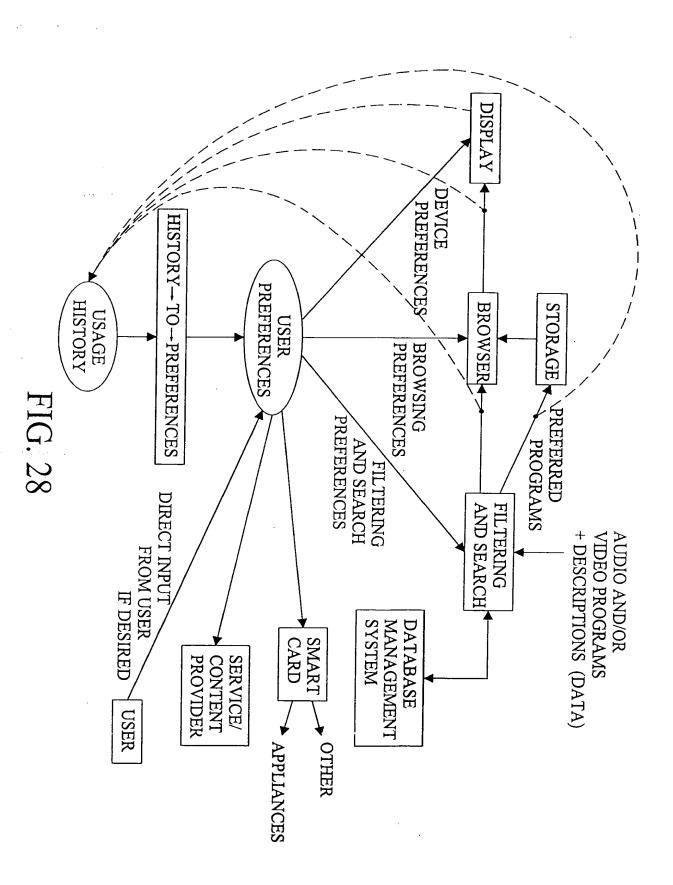


FIG. 29